

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	7317	(captur\$4 or read\$3 or scan\$4 or detect\$3 or ectact\$4)same(fac\$2 or head\$2)same(3D\$1 or 3-D\$1 or three-dimension\$4 or three adj2 dimension\$4)	US-PGPUB; USPAT	OR	ON	2006/01/02 07:35
L2	7458	(captur\$4 or read\$3 or scan\$4 or detect\$3 or ectact\$4)same(facial\$2 or fac\$2 or head\$2)same(3D\$1 or 3-D\$1 or three-dimension\$4 or three adj2 dimension\$4)	US-PGPUB; USPAT	OR	ON	2006/01/02 07:44
L3	2497	2 same(video\$2 or motion\$3 or mov\$6)	US-PGPUB; USPAT	OR	ON	2006/01/02 07:36
L4	963	3 same(point\$3 or mark\$3 or nod\$3 location\$3)	US-PGPUB; USPAT	OR	ON	2006/01/02 07:46
L5	184	4 same(mesh\$3 or combin\$6 or merg\$3 or synthes\$3 or compos\$6)	US-PGPUB; USPAT	OR	ON	2006/01/02 07:38
L6	140	5 same(warp\$3 or rotat\$6 or mov\$6)	US-PGPUB; USPAT	OR	ON	2006/01/02 07:47
L7	60	6 same(display\$4 or view\$4)	US-PGPUB; USPAT	OR	ON	2006/01/02 07:40
L8	199	(captur\$4 or read\$3 or scan\$4 or detect\$3 or ectact\$4)same(video\$2 near10(facial\$2 or fac\$2 or head\$2))same(3D\$1 or 3-D\$1 or three-dimension\$4 or three adj2 dimension\$4)	US-PGPUB; USPAT	OR	ON	2006/01/02 07:45
L9	71	8 same(point\$3 or mark\$3 or nod\$3 location\$3)	US-PGPUB; USPAT	OR	ON	2006/01/02 09:06
L10	22	9 same(warp\$3 or rotat\$6 or mov\$6)	US-PGPUB; USPAT	OR	ON	2006/01/02 08:52
L11	1	"6381346".PN.	USPAT; USOCR	OR	ON	2006/01/02 08:08
L12	1	"6381346".PN.	USPAT; USOCR	OR	ON	2006/01/02 08:14
L13	1	"6381346".PN.	USPAT; USOCR	OR	ON	2006/01/02 08:50
L14	3	"6580811"	US-PGPUB; USPAT	OR	ON	2006/01/02 08:52
L15	25	"6272231"	US-PGPUB; USPAT	OR	ON	2006/01/02 08:53
L16	1	"6052123".PN.	USPAT; USOCR	OR	ON	2006/01/02 08:59

L17	1	"6044168".PN.	USPAT; USOCR	OR	ON	2006/01/02 08:59
L18	1	"6052123".PN.	USPAT; USOCR	OR	ON	2006/01/02 09:03
L19	1	"6654018".PN.	USPAT; USOCR	OR	ON	2006/01/02 09:05
L20	1	"5589942".PN.	USPAT; USOCR	OR	ON	2006/01/02 09:07
L21	1	"5561526".PN.	USPAT; USOCR	OR	ON	2006/01/02 09:07
L22	1	"5175601".PN.	USPAT; USOCR	OR	ON	2006/01/02 09:07

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	0	(three-dimension\$4 and animat\$6 and video\$2 and head\$3 and warp\$3 and texur\$3 and map\$4).clm.	US-PGPUB	OR	ON	2006/01/02 09:11
L2	1	(three-dimension\$4 and animat\$6 and video\$2 and head\$3 and warp\$3).clm.	US-PGPUB	OR	ON	2006/01/02 09:11
L3	10	(three-dimension\$4 and animat\$6 and video\$2 and head\$3).clm.	US-PGPUB	OR	ON	2006/01/02 09:11



Search Result - Print Format

[< Back](#)

Key: IEEE JNL = IEEE Journal or Magazine, IEEE JNL = IEEE Journal or Magazine, IEEE CNF = IEEE Conference, IEEE CNF = IEEE Conference, IEEE STD = IEEE Standard

1. **An intelligent facial image coding driven by speech and phoneme**
Morishima, S.; Aizawa, K.; Harashima, H.;
Acoustics, Speech, and Signal Processing, 1989. ICASSP-89., 1989 International Conference on
23-26 May 1989 Page(s):1795 - 1798 vol.3
IEEE CNF
2. **Face analysis for the synthesis of photo-realistic talking heads**
Graf, H.P.; Cosatto, E.; Ezzat, T.;
Automatic Face and Gesture Recognition, 2000. Proceedings. Fourth IEEE International Conference on
28-30 March 2000 Page(s):189 - 194
IEEE CNF
3. **A media conversion from speech to facial image for intelligent man-machine interface**
Morishima, S.; Harashima, H.;
Selected Areas in Communications, IEEE Journal on
Volume 9, Issue 4, May 1991 Page(s):594 - 600
IEEE JNL
4. **Model-aided coding: a new approach to incorporate facial animation into motion-compensated video coding**
Eisert, P.; Wiegand, T.; Girod, B.;
Circuits and Systems for Video Technology, IEEE Transactions on
Volume 10, Issue 3, April 2000 Page(s):344 - 358
IEEE JNL
5. **Animating expressive faces across languages**
Verma, A.; Subramaniam, L.V.; Rajput, N.; Neti, C.; Faruque, T.A.;
Multimedia, IEEE Transactions on
Volume 6, Issue 6, Dec. 2004 Page(s):791 - 800
IEEE JNL
6. **Parameter analysis and synthesis for MPEG4 facial animation**
Lu Yu; Jingyu Zhang; Wanwei Gong;
MPEG-4. 2001 Proceedings of Workshop and Exhibition on
18-20 June 2001 Page(s):49 - 52
IEEE CNF
7. **Sample-based synthesis of photo-realistic talking heads**
Cosatto, E.; Graf, H.P.;
Computer Animation 98. Proceedings
8-10 June 1998 Page(s):103 - 110
IEEE CNF
8. **Advanced framework for an error-resilient parameter analysis-synthesis system of facial animation**
Fu Yun; Zheng NanNing;
Systems, Man and Cybernetics, 2003. IEEE International Conference on
Volume 5, 5-8 Oct. 2003 Page(s):4528 - 4534 vol.5
IEEE CNF

9. **Analysis and synthesis of facial expressions with hand-generated muscle actuation basis**
Byoungwon Choe; Hyeong-Seok Ko;
Computer Animation, 2001. The Fourteenth Conference on Computer Animation. Proceedings
7-8 Nov. 2001 Page(s):12 - 19
IEEE CNF
10. **Photo-realistic talking-heads from image samples**
Cosatto, E.; Graf, H.P.;
Multimedia, IEEE Transactions on
Volume 2, Issue 3, Sept. 2000 Page(s):152 - 163
IEEE JNL
11. **SVR-based facial texture driving for realistic expression synthesis**
Wenhui Zhu; Yiqiang Chen; Yanfeng Sun; Baocai Yin; Dalong Jiang;
Image and Graphics, 2004. Proceedings. Third International Conference on
18-20 Dec. 2004 Page(s):456 - 459
IEEE CNF
12. **Realistic multi-view face animation with aid of 3D PDM**
Yanghua Liu; Guangyou Xu; Qiang Wang;
Automatic Face and Gesture Recognition, 2004. Proceedings. Sixth IEEE International Conference on
17-19 May 2004 Page(s):511 - 516
IEEE CNF
13. **Talking heads and synthetic speech: an architecture for supporting electronic commerce**
Ostermann, J.; Millen, D.;
Multimedia and Expo, 2000. ICME 2000. 2000 IEEE International Conference on
Volume 1, 30 July-2 Aug. 2000 Page(s):71 - 74 vol.1
IEEE CNF
14. **Elastic body spline technique for feature point generation and face modeling**
Kuo, C.J.; Jui-Hsin Hung; Meng-Han Tsai; Po-Liang Shih;
Image Processing, IEEE Transactions on
Volume 14, Issue 12, Dec. 2005 Page(s):2159 - 2166
IEEE JNL
15. **Geometry-Driven Photorealistic Facial Expression Synthesis**
Qingshan Zhang; Zicheng Liu; Baining Guo; Terzopoulos, D.; Heung-Yeung Shum;
Visualization and Computer Graphics, IEEE Transactions on
Volume 12, Issue 1, Jan.-Feb. 2006 Page(s):48 - 60
IEEE JNL
16. **Speech-driven facial animation using a hierarchical model**
Cosker, D.P.; Marshall, A.D.; Rosin, P.L.; Hicks, Y.A.;
Vision, Image and Signal Processing, IEE Proceedings-
Volume 151, Issue 4, 30 Aug 2004 Page(s):314 - 321
IEEE JNL
17. **Combination of facial movements on a 3D talking head**
Bui, T.D.; Heylen, D.; Nijholt, A.;
Computer Graphics International, 2004. Proceedings
2004 Page(s):284 - 290
IEEE CNF
18. **Hierarchical modeling of a personalized face for realistic expression animation**
Yu Zhang; Prakash, E.C.; Sung, E.;
Multimedia and Expo, 2002. ICME '02. Proceedings. 2002 IEEE International Conference on

Volume 1, 26-29 Aug. 2002 Page(s):457 - 460 vol.1

IEEE CNF

19. Speech-to-face movement synthesis based on HMMS

Kakihara, K.; Nakamura, S.; Shikano, K.;

Multimedia and Expo, 2000. ICME 2000. 2000 IEEE International Conference on
Volume 1, 30 July-2 Aug. 2000 Page(s):427 - 430 vol.1

IEEE CNF

20. Audio-visual unit selection for the synthesis of photo-realistic talking-heads

Cosatto, E.; Potamianos, G.; Graf, H.P.;

Multimedia and Expo, 2000. ICME 2000. 2000 IEEE International Conference on
Volume 2, 30 July-2 Aug. 2000 Page(s):619 - 622 vol.2

IEEE CNF

21. An MPEG-4 facial animation system driven by synthetic speech

Lande, C.; Francini, G.;

Multimedia Modeling, 1998. MMM '98. Proceedings. 1998
12-15 Oct. 1998 Page(s):203 - 212

IEEE CNF

22. Lip movement synthesis from speech based on hidden Markov models

Yamamoto, E.; Nakamura, S.; Shikano, K.;

Automatic Face and Gesture Recognition, 1998. Proceedings. Third IEEE International Conference on
14-16 April 1998 Page(s):154 - 159

IEEE CNF

23. Synthesis of facial images with lip motion from several real views

Lei Gao; Mukigawa, Y.; Ohta, Y.;

Automatic Face and Gesture Recognition, 1998. Proceedings. Third IEEE International Conference on
14-16 April 1998 Page(s):181 - 186

IEEE CNF

24. Realistic Korean speech modeling and synchronization

Woongsoon Kim; Seungkeol Choe; Sangwon Kim; Chulwoong Lee;

Advanced Intelligent Mechatronics '97., IEEE/ASME International Conference on
16-20 June 1997 Page(s):31

IEEE CNF

25. Lifelike talking faces for interactive services

Cosatto, E.; Ostermann, J.; Graf, H.P.; Schroeter, J.;

Proceedings of the IEEE

Volume 91, Issue 9, Sept. 2003 Page(s):1406 - 1429

IEEE JNL



© Copyright 2005 IEEE --